

# *Computer Education*



*APPLE IIe & IIGS*

*Basic Skills*

*SOFTWARE RESOURCE COLLECTION*

## **BASIC SKILLS Software Resource Collection**

Most programs in this collection have help notes on the disk.  
The following additional notes have been included to give further assistance.

### **DISK 1**

**SPELLING Disk 1**  
**SPELLING Disk 2**

### **DISK 2**

] Fun spelling activities for early education - 50 levels.  
] Both disks keep records of each child's progress.

Spelling activity disks for early readers.  
Collection disks 1 and 2 go together; each disk contains 25 spelling lessons.

**# PLEASE READ THE NOTES BELOW - Before using these disks #**

**Before a child can begin to use these disks, a teacher (or parent) MUST register BOTH the GROUP name AND the individual children's names as required.**

(1st step): Select 2 on the first menu and record the TEACHER or FAMILY NAME.  
This becomes the GROUP name under which one or many children may be registered on your disk.

(2nd step): Record the name(s) and starting level(s) of the child(ren).  
(Please read the onscreen instructions during the data-entering stage of registration.)

Remember to **FINISH** the name/level entering session by typing **END** for the name, and **0** (zero) for the level.  
A sample (group name BLOGGS) is on the disk, and you may wish to examine the names & progress levels of children within this sample group as a guide.

On successful completion of the 2-stage registering, the program will be set up to keep records of the progress of each child and will remember the lessons each has completed. Your child(ren) may now begin to use these disks.

If at any stage you receive a "Syntax Error" or "Break in Line ..." message, then you have probably **not** entered the name(s) and/or starting-levels correctly. You can usually restart the stopped section from most positions by typing **RUN** then pressing <Return>, but if the difficulty persists, please telephone us for help.

Please work with a back-up disk so that the ORIGINAL does not get filled with data.  
If at any stage you are asked to insert a "password" before proceeding, type the word **MAGIC**.

### **DISK 3**

**ELF ABC:**

Colour Letters, Pictures and Tunes for Alphabet Learning. Fun education disk for the reinforcement of early alphabet and number concepts. Colour pictures and short musical pieces. Disk has on-line help.

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### **DISK 4**

**SANTA'S WORKSHOP:**

Excellent computer Story & Coloured Pictures for Early learning.

## DISK 5

### COMPU-MEMORY:

4 Match-The-Pairs fun memory games.

## DISK 6

### SUNRAYCER:

Construct, Test and Race Solar-Powered cars. Before beginning the race you must configure your car. Various aerodynamic, battery and structural options are available. The race is held over a number of sections, which you must negotiate as efficiently as possible. At the end, an efficiency rating for your solar-powered car design is given.

## DISK 7

### MONOPOLY:

An Apple II version of the classic board game.

To use this program, start disk and press <RETURN> when the word "pretzel" appears on the screen.

Register the names of the players, (you may register from 2 to 10 players) using a blank name to end the list. The program will then roll the dice for you. Press return to stop the dice. Your piece will automatically move the number of places rolled by the dice.

When the move stops, press <RETURN> to see your options (eg. Buy, Sell, Do Business etc.). TO SELECT ONE OF THESE OPTIONS, PRESS THE FIRST LETTER OF THAT OPTION, eg. press D for Do Business.

To **SAVE** the game to disk: Press CONTROL-S **while the dice are spinning**, and follow the onscreen instructions.

*RICKY*  
**Please Note:** This program requires (at least) 128K memory in your 65C02 enhanced IIe, IIc or IIGS. Any Apple (or clone) purchased prior to approximately 1986 may not have this configuration/memory and program peculiarities may occur (such as part of the playing board missing).

If you experience this or any similar problem, chances are the disk is NOT faulty, but rather your computer may be configured differently to the later APPLE II standard.

## DISK 8

### WHEEL OF FORTUNE:

Colourful Word & Phrase activity based upon the popular T.V. program. This program even has an attendant who walks across to turn the letters around.

# Please Note: This program must be used with the write protect notch uncovered as it writes to the disk at the name sign-on stage. The name-recording step also appears to be very sensitive to DRIVE-SPEED etc.

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If your disk drive is running too fast or is slightly out of alignment, you may get an intermittent 'DRIVE ERROR' message, or **your disk may even become corrupted**. PLEASE always work with a COPY of the original.

ALL PROGRAMS ON THE  
MULTIPLE-PROGRAM DISKS ARE  
STARTED FROM A MENU SYSTEM

**PLEASE KEEP THE CAPS-LOCK  
DOWN**

WHEN SELECTING FROM A  
MULTIPLE-PROGRAM MENU.  
Otherwise the KEYBOARD may  
appear to NOT RESPOND.

PROGRAMS ON DISKS 9 to 16 GENERALLY HAVE ON-SCREEN HELP AND INSTRUCTIONS. THE NOTES BELOW GIVE EXTRA INFORMATION ONLY WHERE THE ON-DISK INSTRUCTIONS ARE LACKING IN SOME DETAIL.

**DISK 9**

**EARLY-LEARNING FUN:** Birthday song, Thumbkin song, ABCs song, Big Typer.

**HAPPY-BIRTHDAY SONG:** Another version of the Happy Birthday song.

**COUNT THE SPOTS:** Simple counting exercises using dice.

**APPLE ORCHARD ARITHMETIC:** Fun early arithmetic. Count the apples.

**COUNT TO ... :** Count the objects. You set the group size to be counted.

**NUMBERS IN BOXES:** Early addition and 'equals' arithmetic concepts.

**GOING TO GRANDMA'S:** Select from pictures- items to take to Grandma's etc.

**FIRE ORGAN PATTERNS:** Wonderful colour screen patterns. Many options.

**APPLE DIGITAL CLOCK:** Turn your expensive computer into a digital clock.

**LARGE TYPE:** Press keys to display large capital letters on the screen.

**DISK 10**

**\*\* PLEASE NOTE \*\***

ALTHOUGH WE MENTIONED **ONLY THE FOLLOWING 6 PROGRAMS** IN OUR PAMPHLET, THERE ARE A NUMBER OF ADDITIONAL PROGRAMS ON THIS DISK FOR USE WITH A **JOY-STICK**, (IF YOU HAVE ONE). THE PROGRAMS BELOW WILL WORK FROM THE KEYBOARD ALONE. PLEASE READ THE NOTES ON THE DISK FOR FURTHER INFORMATION ON EACH PROGRAM.

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**LETTERS:** Pressing any letter key displays the large colour letter on the screen.

**SAME/DIFFERENT:** Distinguish whether 2 patterns are the same or different.

**SIMPLE SIMON:** Repeat the pattern using only 2 keys.

**SIMON MEMORY:** Repeat the pattern using the 1 to 4 numeral keys.

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**BABYBOX:** Pressing any key causes screen to flash a colour and play a note.

**REFLEX FUN:** Reflex speed game. After a small box appears, press space bar.

## DISK 11

### ED WRITER:

Excellent simple word-processor for no-frills printouts of typed-in text etc.  
You may choose from 40 or 80 column screen display of text.

ED WRITER has an On-Line Tutorial and Help Menu.

To see the TUTOR, press CONTROL-T (On-screen CONTROL-T will be depicted as <T>)

This program is an augmented version of FreeWriter.

You may also use this program to **FORMAT** ProDos Data Disks for this and other programs.

**NOTE: Formatted ED WRITER data disks MUST have the volume name /CEC.**

**LARGE-TEXT WRITER:** Write, Save, Print etc. in Large Text.

\* Note: To return to the MENU in Large-Text Writer, **PRESS** the **CONTROL & C** keys.

**WORD-SEARCH PUZZLE MAKER #1:** Create puzzle grids.

**FAST DISK COPIER:** Make backup copies of these disks.

Please remember to cover the side notch of your **ORIGINAL** disk when copying. This prevents accidental erasure.

For **SINGLE-DRIVE** copying choose **SLOT 6, DRIVE 1** as the **ORIGINAL** drive and **SLOT 6, DRIVE 1** as the **DESTINATION** drive. For **2-DRIVE** copies select **SLOT 6, DRIVE 1** (original) and **SLOT 6, DRIVE 2** (destination).

## DISK 12

**SPEECH:** Apple computer speaks your typed sentences.

Although the Apple II computers have a poor internal speaker system, really only designed for making clicks and buzzes, this program does a creditable job of synthesizing speech from your typed sentences.

If the words don't sound as you intended, try experimenting with phonetic spellings.

You may change the pitch of the speech, and vary the speed of pronunciation.

**TALKING CALCULATOR:** Apple computer speaks the numbers.

**MUNCH MATHS:** 'Eat' monsters by solving simple problems.

**SPLASH: WORD GUESSING:** Fun variant of 'Hangman'.

**MATCH THE PAIRS:** Fun memory activity: match shape-pairs.

**ESCAPE THE 3D MAZES:** Find your way out, make a map.

## DISK 13

**ALPHABET BALLOONS:** Complete the alphabet-sequence game.

**KEYBOARD INVADERS:** Type letters to save the earth.

**HYPER TYPING:** Type correct letters before they overflow.

**BOGGLE: WORD PUZZLES** based on the popular word game.

**HOT AIR BALLOON PILOT:** Pilot a hot-air balloon to safe landing.

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**FLIP IT PINBALL MACHINE:** Bouncing ball co-ordination game.

## Use the Open-Apple and Option keys for the 'Flippers'



## **DISK 14**

**ANTI-GRAVITY:** Choose to fall up or down. Collect the prizes.

**SPACE INVADERS:** The classic arcade game. Save the universe.

### **CREATURE FEATURE:**

Fast action fun. Save the 'creatures'.

Creature Feature is unlike most arcade activities in that you are not attempting to 'destroy' any foes, but rather you are protecting the creatures from THEIR enemies. You are their protector.

The more protection you give the creatures, the longer they will survive, and the larger score you will achieve.

Comprehensive instructions are on the disk. Please read them before beginning.

The Keyboard or Joystick options may be selected from the menu. Keyboard is the default setting.

If you prefer a Joystick, you must change the controls to 'Joystick' before selecting the PLAY GAME option.

**SLIPPERY DIGITS:** Old favourite Sliding-Numbers game.

**DICE WARS:** Add the numbers to your total. Don't get too greedy.

**QUICK DRAW:** Test your reflexes. Fun for the young.

**CHESS MATCH:** Beginners to junior champs battle with Apple.

**SABOTAGE:** Timing skills. Defend against helicopters & paratroops.

## **DISK 15**

**LEMONADE STAND:** Original version. Make and sell lemonade.

**MR. APPLE: GRID GAME 1:** Find Mr. Apple hiding on the grid.

**MR. APPLE: GRID GAME 2:** The computer will give direction hints.

**TERRIFIC TABLETEACHER:** Helps with Arithmetic tables.

**NUMBER TABLES:** Eliminate 'woodworms' arithmetic game.

**NUMBER ESTIMATION:** Fun 'Higher or Lower' game.

**CU\*B\*IT:** Timing & Co-ordination action. Avoid the nasties.

**HORSE RACING: ODDS & WAGERS:** Pick the race winner.

**ALIEN ADDITION:** Arcade fun Arithmetic game.

## **DISK 16**

**FRED FRACTION:** Fractions & Mixed numbers.

**PIZZA DELIVERY:** Simple coordinate grid game.

**SUPERMATHS ARITHMETIC:** 99 levels of Arithmetic problems.

**FRACTION GAME: APPLE DARTS:** Fraction fun.

**SIMON MEMORY:** Sound sequence memory game.

**DON'T FALL-WORD GAME:** 'Hangman' type word game.

**TALKING DECIMAL CALCULATOR:** Apple speaks the numbers.

**SUPERMATHS ARITHMETIC:** 99 levels of Arithmetic problems.

**FRACTION GAME: APPLE DARTS:** Fraction fun.

**SIMON MEMORY:** Sound sequence memory game.

**DON'T FALL-WORD GAME:** 'Hangman' type word game.

**TALKING DECIMAL CALCULATOR:** Apple speaks the numbers.

**DODGE CITY GUNFIGHTER:** Reflex Test. Outdraw the baddies.

**BIORHYTHM GRAPHS:** A little graphical whimsey.

*CEC*

# *APPLE II Software Resource Collection*

## *Disks 1 - 16*

This is the CEC Basic Skills collection for Apple IIe, IIGS and IIc computers.  
The collection may also be run on Macintosh computers that are fitted with an Apple IIe emulation card and an external 5.25" disk drive.

The collection is not copy-protected and you may make whole-disk copies for use with your children. No restriction is placed upon the number of copies made for your own use. However, we ask you to ensure that any duplicated **COPIES** of CEC copyright material remain within your control.

Other schools or individuals wishing to use CEC disks should contact us to obtain their own similar low-cost originals.

All schools or individuals registered as having purchased our disks will have full access to telephone support and any future program upgrades.

CEC

*Please check all disks as soon as you receive them.*

*Although we take the utmost care to ensure the integrity of data recorded on these disks, we recognise that faulty material may occasionally be supplied.*

*If you detect any fault please return the disk(s), together with a brief description of the problem to: C.E.C. P.O. Box 209 Carlton Nth. 3054. All faulty disks*

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## RED BONUS DISK

### **DISK 17**

(SIDE 1)      **TETRIS 2:**

Bonus fun skills activity which involves falling geometric shapes. You must move and position the shapes before they reach the bottom of the screen. Try to make completed rows at the bottom.

### **DISK 17**

(SIDE 2)      **KEYBOARDING / TOUCHTYPING:**

Computer Tutor and 29 lessons. Aims to promote keyboarding and touchtyping skills. Tests are interspersed after approximately every 5 lessons. The final 5 lessons are speedbuilders.

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*APPLE II*  
*Software Resource Collection*